# Fostering Student Engagement: Game Mechanics and Games Based Learning

What I have learn:

During this module I have learnt what game based learning is and how it can be implemented successfully in lessons. I have also had a look at some existing examples of games used in lessons and had a chance to design and develop my own.

I have developed “jenga” to be used in lessons. The blocks have numbers written on them that refer to questions displayed on the white board. When the pupils remove the block they must answer the question on the board. If they get it correct they get a point. The student with the most points when the tower falls is the winner.

I tested this in lesson with great success. The students were engaged and enjoyed answering the questions.

Development:

The game does need developing. Currently the students don’t have the answers to the questions on the white board. I have been developing a double sided print out for Jenga. When the student answers a question one member of the group will have the answers and see if they pupils got the question correct. I could differentiate this. The weakest student or a student that is not confident in answering the question could have all the answers and become the question master. They would then see both the questions and the answers.